William Svoboda *Software Engineer*

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Education

Princeton University — Princeton, New Jersey

A.B. in Computer Science (3.44 GPA) — *May 2022*

Coursework in Object Oriented Software Development, Advanced Programming Techniques, Information Security, Database Systems, and Computational Biology

Certificate in Spanish Language and Culture — *May 2022*

University of Melbourne — Melbourne, Australia

Study Abroad (3.85 Semester GPA) — *Spring 2020*

Skills

Programming Languages: Python, Swift, Java, JavaScript, HTML/CSS, R, SQL, C#
Frameworks & Tools: Flask, React, SwiftUI, Git, LaTeX, Unix utilities
Natural Languages: English (*Native*), Spanish (*Proficient*), French (*Elementary Proficiency*)

Experience

Latent Knowledge Solutions Inc. — Remote

Technical Lead — *May 2022 – Present*

- Maintained backend Flask API and coordinated integration with React frontend
- Supervised onboarding, feature planning, and task delegation for four developers
- Managed product release schedule and ran final deployment pipeline on AWS

Founding Engineer — *June 2020 – August 2021*

- Developed MVP for LitView (litview.co), an online research platform, using React and Flask
- Implemented product analytics to track and understand user activity using Amplitude
- Launched pilot programs to validate product at two universities for over 100 users

Princeton Summer Programming Experience — Princeton, New Jersey

Summer Intern — *June 2019 – July 2019*

- Designed and developed 3D video game using C# and the Unity game engine
- Demonstrated final product during capstone event to Princeton faculty and program cohort

A complete list of work experience is available at linkedin.com/in/williamsvoboda.

Projects

"Applications of Geospatial Data in Digital Communication" — *Fall 2021 – Spring 2022*

- Created full-stack application to explore proximity-based messaging as part of senior thesis
- Deployed to the App Store and tested on Princeton's campus with 18 students

"Teaching Graph Traversal Visually" — *Spring 2021*

- Designed assignment to teach graph search algorithms to Princeton students
- Created interactive visualizer and autograder in Python to evaluate student understanding

"Improving the Marching Cubes Algorithm" — *Fall 2020*

- Extended the marching cubes algorithm to real-time 3D terrain deformation
- Created live demo application using C# and the Unity game engine

Awards

Army ROTC Scholarship — *Fall 2018*

- Awarded full four-year college scholarship for merit and grades

Eagle Scout Award — *Fall 2015*

- Recognized for extensive service project and leadership in local community